

HOME COMPUTING WEEKLY

AN AMERICA SPECIALIZED PUBLICATION

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You'll never be lonely with George around. There are 10 CGL robots for 10 lucky readers

Now we're bigger, brighter, better

Welcome to our new, improved Home Computing Weekly. You'll find all your favorite features — plus a whole lot more — in this special, magazine from one of America's leading computer publishers.

Now we're even bigger, brighter, and better! The whole lot's money and the program's good. We're sure you'll notice the difference — and as always, we want to hear what you think.

In this, the first new look issue, we've got great articles on:

— Graphics: Jon Davis gives you the low-down on any of the six graphics packages. First of a regular series.

— Systems BASIC — All you've ever wanted to know about programming — an all-in-one guide to the workings of your computer.

— Old tips — Snap up your favorite tips to make a not-so-new break-down when programming your Commodore.

— Reader's page — Your chance to tell the world about your inquiries — and have your writing that's printed — plus puzzles, riddles and jokes.

— Letters — This year published work will automatically win you a prize. What are you waiting for?

— Reviews — A longer, brighter up-to-date review is set for you from the latest software site.

— Programs — Listings for more popular home computers are a regular feature. And we tell you how each program is constructed so you can alter them as you wish.

PLUS PLUS PLUS

Whether it's software, new machines or the latest additions, you'll read all about it in HCW — the brightest and best weekly on the market.

If you want to make sure of a copy, place a regular order with your subscription.

Premium Bond

Normally worth up to \$119, worldwide the new challenge James Bond game from Denmark.

Mark Thompson, a Danish attorney, would only say: the



game will follow the "Bond movie" theme. There will be four full-scale games and each will be based on one of the movies in the film.

Denmark's first game, "James Bond" has a price of \$129.000 for the first person to crack it. Mark revealed that "we will continue to give the books for people to guess like the game" but he wouldn't reveal the "Bond" theme.

Fore!

David (1974) and Paul (1975) of Claret & Red, Berkeley, Calif., have now completed the rules for the first edition of a CGL computer ball.

The rules follow the progress of a golf ball from a rural scene used in the early 1970s.

David designed the system, but this was programmed by Paul Claret. The program was Paul also wrote the "Foreman" software that was broadcast over a heated 1000 and 10000.

David Thompson and Paul Claret



Enterprise review — the final frontier?

Amstrad disc drive Rave review

Gallup chart The one to believe in

Meet George New cartoon strip

First review Dragonfire from Hawson



FAST AND FURIOUS SLAP SHOT

AMIRG

SPEECH
No Hardware Required



ALL ACTION ICE HOCKEY

SLAPSHOT from Amirg is a two player fast action ice hockey program. Also in this thrilling game there is included a smoothly running speech synthesis system of the very highest quality. Before the actual game starts each player must select an international hockey team to represent. After doing this you must quickly and skilfully manoeuvre your man across the gleaming ice whilst your other team-mates move automatically around the rink waiting for you to pass the puck to them. If you do manage to pass past the opposing defence then you have a chance to shoot for goal and score. However, you still have the greater to test who is able to dive in all directions. Also included in this amazingly quick and totally original game is the ability to actually physically hodgepodge your opponents. Never the less, do not be too aggressive otherwise you could incur a "roughing penalty", resulting in a faceoff in your own end, giving the opposing side an easy chance of scoring. Also other extra features available include: Pause mode, and three levels of play ranging from fast to slow as well as a re-start option. **Slapshot** from Amirg is a totally original two player game with lightning fast action never seen before on the Commodore 64.

Two J.S. Commodore 64 Cassette £8.95 Disk £10.95



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March 5-March 11, 1985 No. 182

SOAPBOX

In the mix of the computer game
crazz?

As I go around and see the software market, one prediction does nag at me: the software business is becoming a lot more like the game business.

One thing is certain. There will be far fewer new games this year than there were in last year's bumper crop. A number of houses are planning to release their games one by one rather than in larger numbers. Some are even talking of releasing just two or five games instead of last year's dozens.

Wider than narrowing the release of the game industry is being hit this is a sign of its maturity and developers: how does one meet companies releasing dozens of titles and then only producing two or three?

While the road towards games that is under product is long, in 1984 is going to be the year of the TV game. There are huge numbers of such games being released in this very market and a real case for commentators for you to see software from the game being sold alongside the residents and sound rock albums. **Steve**

If you disagree with anything we say from the soapbox, write to us. We give a prize for the letters we print, so let us hear your thoughts and ideas.

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SPECIAL OFFER

HALF PRICE GAMES

By special arrangement with Alligata, one of Britain's leading independent software houses, we are able to offer you half price software.

Using the vouchers below you can order any item from Alligata's catalogue at 50 per cent discount post free.

Compatible: 64, Spectrum, Amstrad CPC/464, BBC, and Electron - software for all these machines can be yours at a bargain price.

New releases include Defend on the Sea, the Amstrad and Hypersword for the C64.

Defend on the Sea is a tactical version of the incredibly popular missile game, complete with radar screens, mines, submarines, and the inevitable submarines which cause so many problems. Amstrad colours are used to their fullest extent and you won't believe the mind-blowing sounds. Normally £3.95, if you use our special voucher this program will cost you less than 50p.

Hypersword gives you the chance to travel round your computer's planet about board defending the square micro-processor from evil micro-monsters. You travel the maze, trigger-finger ready to deal with all the other inhabitants of this miniature world - it's non-stop action - all yours for less than 50p.

Alligata was the first company to sell compilation versions of its own best-selling programs at a postage price. A Festival of Fun now on BBC and C64, adds to its popular Championship series. The BBC Festival contains Turbine and Baphomet - both high selling arcade games - and two brand new titles, 3D Space Rider and Growing Point. Under Challenge is a high technology experience, making up the final slice in the list.

The C64 tape also packs in five games. Look for it bigger and better - inside Encounters - and two references. Action Tomba Heyward and Blasted House. These titles originally sold for nearly £5 each, but on this compilation tape they are just £9.95 in shop price and by using our voucher you save a further £5. That's a compilation set available on disk at a mere £11.95 - £5.95 using our voucher.

This is a carefully edited whole great deal on May 31st 1985. Only the voucher can beat HCW's offer. If you would like a copy of Alligata's full catalogue with details of all Alligata products please send a large stamped addressed envelope to the other address and one will be mailed to you.



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ADDRESS _____

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061 225 2527



Acorn sprouts again

At last, details are emerging of the problems that have caused Acorn to start tinkering on the brink of receivership.

Over production and high stocks appear to have been the major problems and this has caused Acorn to make a loss of nearly £11 million over the last six months.

In order to bail the company out of these difficulties there is to be a rights issue of shares. All those people who already own shares can buy more at a special price.

This will raise about £12 million to fuel the company's carry on trading. Since Hastings Hunter and Chris Curry hold 45-5 per cent of the shares, they are eligible to buy the bulk of the rights issue. Either share do either have agreed to sell all their shares and a few of

their working days is Olovert. Thus, Olovert will have 50-1 per cent of the shares and therefore total control of the company.

As part of these changes the new chairman of Acorn is to be Dr Alexander Reid, who joined the board again over age and has revitalised the chances of ownership and the financial re-organising.

In the future Acorn Computers Limited will be split into four divisions. These will reflect it's main markets, education and training, scientific and industrial, business, and consumer. This is expected to reduce the company's overheads and will mean that a further 90 people will be made redundant in addition to the 39 redundancies already announced.

Only time will tell if these

changes will make Acorn a viable concern again. The advantage of the new connection with Olovert is it's overseas marketing expertise. Chris Curry commented: 'We particularly liked the proposal from Olovert because it adds a valuable international dimension to our activities and because we are in excellent & between our products and them.'

This concept with overseas markets is due to the company's activities attempts to break into the American educational market, which stands in contrast, a strong back of the bulk of the Acorn's staff and sales of over £12 million.

Acorn Computers, Fallowers Rd, Cherry Hinton, Cambridge

Company get together

Marketing rights for the new series taken produced by Big Boyz have been given to Quakehla.

Company to represent on the press, this is not part of a take over but simply a move that makes the most of the expertise of both companies.

The other haven't all been associated, but has thought to include Big Boyz's new TV or its program American and also Taiwan, both scheduled for release very soon.

The companies have had a long association in the past, and have been joint hosts of the annual Quakehla dinner. This is an occasion when people in the computer industry get together and present sales policy awards to each other.

Red Chazara, managing director of Quakehla, said: 'One of Quakehla's fantasies in the future will be to act as a publisher of third party software. The association between Quakehla and Big Boyz may signal other areas of involvement in a later stage.'

Quakehla, Palmerston Park Way, 13 Palmerston Rd, Southampton SO9 4LL.

Elementary Dr Watson

Watson has not to match. Instead Paul and David Cunningham have become the first people to solve a Sherlock Holmes mystery before the main panel.

The mystery was in the form of an abstract poem from Melbourne, New Zealand and a book there in a number to mark their way through the various plots.

David, commenting: 'We thought that the Holmes was always too Sherlock it was more of a challenge and really does require a lot of work.'

To mark their achievement David and Paul were taken down to London from their home in Melbourne, Australia, and were seated in the Sherlock Holmes restaurant, where a newspaper a highly reproduction of the famous famous detective's study.

The photograph shows them in the study and during their discussion Mr Holmes appears rather less than pleased, saying that really is a better hole in his head.

Melbourne News, Clive Paul, reviewed TV 42 017



Super sleuths meet

BY GEORGE! COMPETITION

10 obedient little robots are on offer this week. If you need a friend George could keep you company

George, the programmable computer robot, is a versatile little creature. He stands 16 1/2 cm tall and is styled in grey, red and blue.

If you think he sounds like a nice pencil to have around, then read on, because as this week's competition we're giving away 10 of these attractive robots, each worth around £25.

George is made by CGL and is just one product from a wide range of high technology toys and games. CGL claims that George is not only a toy, but also an educational tool. David Morton, CGL's managing director, said: "This toy will be teaching children to program while they are playing a game with him."

George is a walk-behind robot. He can go forwards, backwards, left, turn right, turn left, curve left and right, and even rotate his steps. He also has three ultrasonic guns and nine time intervals. Any action can be programmed step by step and such can be repeated up to nine times. He

also emits a light beam and makes a robot-like sound. George even has a demo program so he can show off all his skills.

As a learning aid, CGL claims that George provides all the fundamental features of an expensive teaching system. He has an in-built microprocessor controller and a small keyboard on the top of his head. This control panel has 25 keys and, according to CGL, is extremely simple to use and can be taught to children aged four and upwards. Dual magnetic tape drive of transport and steering for the rubber spoked wheels and a built-in speaker provides beeps, buzzes and light effects.

If you think you must study the two short programs printed on this page, don't worry if you're not good at programming. All you need to do is count the number of differences between the programs — as you would in a normal sport the difference competition. If you like, you can run the programs. It will work on most computers but it is

written in very simple BASIC.

Remember there are only 10 minutes to get your entry off to soon so you can send you may be one of the lucky ones.

How to enter

Study the two programs — there are a number of differences between them. Circle the differences on program B left in the entry coupon and send the coupon and program as an envelope. Write the number of differences clearly on the back of your envelope. Program A is the version that will run if you type it in.

Post your entry to: George Competition, Home Computing Weekly, No. 1, Carlton Square, London W1B 3AH. Entries must arrive by first post on Friday 22 March 1985.

You may enter as many times as you wish, but each entry must be on an official coupon or on a copy — and sealed in a separate envelope. Important points follow carefully: the problem is in finding — equivalent programs and statements — an analogy on the back cannot be considered. If you find a winner, the coupon will be used as a tool to send your prize, so clear writing is essential.

The Rules

Entries will not be accepted from envelopes of Home Computing Weekly, Home Computing Games Group and Adamant Publisher & Arts. This coupon also applies to computer friends and rivals of the computer.

The type of entry must be from post office rules.

Program A

```
10010 A:1000
20010
30010 Home Computing Weekly
40010
50010 A = 0 TO 10
60010 LET B=10-Y
70010
80010 A = 0 TO 10
90010 PRINT TAB(10);A;B
10010
11010
12010 A = 0 TO 10
13010 PRINT TAB(10);B-A;A;B
14010
15010 Y
```

Program B

```
10000 A:1000
20000
30000 Home Computing Weekly?
40000 Y = 0 TO 10
50000 LET B=Y+10
60000
70000 A = 0 TO 10
80000 PRINT TAB(10);A;B
90000
10000 B = 0 TO 10
110000 LET C=B-A+10
120000
130000 Y
```

George Competition

Entry Coupon

Name _____

Address _____

Post code _____

Number of differences found _____

Complete details and rules on 10 who are available in the weekly and bi-monthly Home Computing Weekly, Home Computing Games Group and Adamant Publisher & Arts. This coupon also applies to computer friends and rivals of the computer. The type of entry must be from post office rules.



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Micro Live menu

Micro Live, BBC TV's computer programme, will feature laser discs connected to microcs in the new edition on Friday March 8th.

The speed of recording images onto the discs, which can then be read by a laser, has applications in industry, education and leisure. The programme will show how this technology is applied in a commercial picture library.

There is the possibility that a new Philips device will once make floppy discs obsolete, but that is likely to be some time in development. One project that is already underway is the BBC's own Discworld Project, which will involve over 10,000 schools compiling a new version of the Discworld Book for the 20th anniversary of the original.

The book will be used as their discs, copyright being developed, which will interface to a BBC computer and allow you to go from a map of an area to comments and photographs of the people living there in 1885.

Other features of Micro Live will include reviews of portable computers and packaged software, live modelling for the deaf, computer graphics and robot video games.

There will also be a preview of The Learning Machine, a new team about the educational aspects of computers. This will examine the effects of the government's scheme to put a micro in every school.

Micro Live, Box 877, Wilton House, Ebury Broadway, London W1J 2PA

SuperGran drops in

A surprise visitor to the recent S&P show was Super Gran, star of the successful TV series.

Tyburnell has signed a licensing agreement with Tyne Tees Television to produce a game based on the character. No details of the game have emerged yet, but if she manages to work as well for Tyne Tees as she does in her northern home town, success should follow.

Tyburnell, Ashdon End Rd, Bardon-upon-Hill, Tyne & Wear NE77 4EE



Fruit cocktail

The classic "fruit cocktail" has been a staple feature of the home since the 1950s. Now, it's back in vogue.

There are already several "fruit cocktail" games on the market. A typical example is the "Fruit Cocktail" game, which is a simple, fast-paced game.

The classic "fruit cocktail" game is a simple, fast-paced game. It is a game of chance, and it is a game of skill.

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Is it a bird?
No, it's Super Gran





Colin Wilton-Davies

Introduces you to Spectrum BASIC with his idiot-proof guide. It's easy to follow and gives you an insight on how your machine works. First of a regular series

BACK TO BASICS

The names don't tell all around you, the terminal is yours and the program is mine. Mine from you, anyway, as that's our really nice type. The terminal looks suspiciously yellow for odd, and the movement of support alone has more than 1000. You reach the stage, you should begin thinking about writing your own programs. Whether you want to write games or something useful, this series is for those of you who haven't given up, but with the manual was a bit distant.

You'll know by now a bit about the Spectrum keyboard, like using the **CTRL** and **SHIFT** keys, and just pressing the **J** key instead of typing a **LOAD**. Now we shall suppose if you press the **P** key, several of the words (**LOAD**) which you get from the **J** key, the word **PRINT** appears at the bottom of the screen. This is a good place to start learning to program the Spectrum, so make what about things are going on inside the machine, you won't know if it doesn't tell you, and the **PRINT** statement is a very versatile tool for giving out information.

If you now press the **ENTER** key, the Spectrum gives you the **OK** message and some numbers, what you're doing is going to **PRINT** nothing, so it did exactly that and then said **OK** meaning "That was done as you said, what next?". Computers are like that, very simple minded. You don't have to be clever to write programs, you really have to get down to a very simple level and break everything down into tiny steps.

Computers are, however, quite good at arithmetic, and you can use them like calculators.

Press the **ENTER** key again, then the **P**, then **0**, then **SV** (this is my shorthand for **SYMBOL SHIFT**) and **V** keys pressed together, then **7**. You should now be seeing the message **"PRINT 0.7"** from the **ENTER** key, and the Spectrum displays **"1.287143"** at the top of the screen, it has divided **0.7** by **7** and given you the result faster than I could.

That was a short series of instructions carried out, but not yet a program, if you want this result again, you have to give the same instructions again. To make it into a program, you must give **"LINE NUMBER 00"** before each small group of instructions: **00** press **1**, then **0**, then **0** these are zeros, then **P**, then **0** then **SV** then **7**, then **ENTER**. That should look like

```
000 PRINT 0/7
0010 PRINT 0/7
```

which is a very short program: it is stored in memory, but hasn't done anything because you haven't told it up. I said computers were stupid, didn't I?

To get the answer, you have to **RUN** the program, what you do by pressing **R** (the word **RUN**) and **ENTER**. Some answer as before, and as **OK** message **RUN** it again and again, and the same answer comes up without your having to repeat the instructions. This is the answer of a program, it is a stored list of instructions.

Not much use to you, though, and not very appealing. Let's improve it. Have you noticed the **"P"** sign after the line number? It's a pointer to the current line, and if you press **C** (**GO-TO** **SHIFT** and **1**), a copy of that line appears at the

bottom of the screen for editing, that has a flashing **R** in **"R cursor"** to mark your place at the line. You can move the cursor left or right by pressing **CH** or **CH**. Try left first, then press **L** and **ENTER**. Now you have a two-line program:

```
000 PRINT 0/7
0010 PRINT 0/7
```

Rather than **RUN** this (I'm sure you'll guess the result), press **C** again and move the cursor right (**CH**) two places, now the **R** by pressing **CH**, then type **"11"** without cursor and **ENTER**. Your program now reads

```
000 PRINT 0/7
0010 PRINT 11/7
```

and if you **RUN** it, you get

```
1.287143
1.271428
```

The Spectrum has executed your instructions in sequence, in the same order as the line numbers. This is a general property of BASIC programs. Now **EDIT** again, change **"10"** to **"1000"** and **"11"** to **"10"**, completing the program for

```
000 PRINT 0/7
0000 PRINT 10/7
0010 PRINT 11/7
```

with your new line inserted in the proper place for its number. You can use the point of not using consecutive line numbers, if you leave gaps, you can insert your afterwards! You can also press **CT** or **CH** to move the cursor line pointer up or down to **EDIT** other lines, or you can move new lines with numbers.

If you just type a few numbers

and ENTER, this has the effect of moving the whole line. Priority EDITING is a line to change all the "0"s to "9"s (999). The "0" is the "operator" for multiplication, and an "0" is the operator for division. In this way, you could write a program to print out your seven-digit table for year 201 (seven zeros on the screen, too slow).

There's a better way to do that, using a method of counting. Get rid of your program, the quick way is to press A and ENTER — that NEW instruction tells the Spectrum that you want to write a new program. Almost like English, really. The screen flashes, then clears to the usual copyright message.

Before using the counting method, I must mention the idea of variables. There are five basic names in a stack, the names referring to the contents of the hardware. Variable names are the names of memory addressed with numbers as their

contents. We are going to call a variable "0" because we are going to count with it, and to distinguish the Spectrum won't let us use a longer name. The technical jargon to call this kind of counting is a FOR NEXT loop, and we are going to count from 0 to 12. Type 100, then F.C.S.I., 12 without comment, and you should get:

```
100 FOR 0=0 TO 12
```

in a similar way, enter

```
100 PRINT 0*7
120 NEXT 0
```

and when RUN, you will see the numbers in the seven lines table on the screen. The FOR statement

must start up the counting and finishing limit for "0", the second line calculates and prints the answer; the NEXT statement adds 1 to the value of "0" and checks to see if the limit exceeded the end limit. If it hasn't, the Spectrum repeats the calculation with the new value of "0". When "0" goes over the limit, execution passes to the line following the NEXT statement. There isn't one, so everything stops.

Put a blank cassette in your recorder, wound forward a bit to get past the leader. Now press S.A.P.S. (S.V.E.A.S.P. opened the MIC socket on the Spectrum so the MIC on the

recorder, disconnected the EAR lead, pressed RECORD and PLAY together, and the ENTER key on the Spectrum. This will SAVE better — your program is now recorded on cassette. Remove, reconnect the EAR lead, press VERIFY (SOS) or is shorthand for CAPS SHIFT and SYMBOL SHIFT together (Saves). This copies the program just saved on tape with the program in memory, if you don't get an OK message, SAVE again with a different volume setting and you do. We'll make the program more scientific next time.

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SOFTWARE



Dragonator

Wearing the dragon's head, Morag the Dragonator has taken the crown of Britannia and is out to find the other four. This is how the screen will be for Dragonator, the sequel to the previous Commodore best-seller, Avalon.

A Torque is an ancient Celtic symbol that consists of many strands twisted together forming a band which is decorated and worn around the neck as a status symbol. The Dragonator has an ancient magical symbol, possession of which guaranteed rule of all the British Isles.

We are told in a poem that the Dragonator was twisted close and made into the crown of the Five Kingdoms of Britain in order that the Torque's power could be harnessed. All went well until Morag of the North caused Death of the high King, Vortigern, and stole the crown as the first part of the Torque. As this made our hero, Morag, heir of Avalon, return the game, called by the title of Morag, he is reunited with the defense of the realm and the task of rescuing Morag from Morag.

The game is described as an 'Adventure game'. You have control of Morag and can move him through the many locations of the game by using a joystick. The screen scrolls very smoothly left and right, but Morag can also leave the screen by up and down movement in which case the screen is changed instantly. The graphics are of a very high quality and the screen is very colourful with a dimmed border as display permanently scrolled it.

At the bottom of the screen is the pattern of a scroll which contains all the spells that Morag knows, these may be selected by scrolling the scroll (what click?) by using the joystick and pressing fire when the correct spell is in appearance on the display screen. When a spell

is selected you must again scroll the scroll by joystick, so that he may use the correct spell. As the game progresses Morag may pick up magical items that will give him another spell, if this happens the spell is added to the scroll.

Another main feature of Dragonator is 'Inventory' which is what Morag has called their unique form of inventory instruction. That is to say each creature that Morag meets in the game has an attitude towards him, e.g. hate, like, distrust, etc., but this is not fixed and changes, depending upon Morag's actions. Thus Morag must use all the creatures in the game if he is to succeed in his mission.



You are able to use the game in any map which is useful as it will take many hours of hard work to solve Dragonator (and this runs from the lowest Magician to the highest Lord Lord).

In conclusion I must say that if you like this sort of game then Dragonator is for you, however the game does take a lot of getting used to and I wouldn't recommend it to a beginner.

J.L.D.

Publisher: Heaven Computers

Address: Heaven Box, 306 Midon Trading Estate, Midon, Abingdon, Oxon OX14 4EX.



Accelerator

This is a great game in a great price. It must contain a weakness for shoot-'em-up alien games, though I've seen so many that it's coming out of my ears — And I thought they were rare! Ed — Is this a tape?

A multi-coloured, looking screen changes to reveal stars scrolling in the background, while you have the space to select (ignore) 11 controls, new instructions, in-case or points table, then on into space. You control your ship in all four directions (using as you go, taking care to avoid enemy ships). Your target is a wide variety of alien ships, each in waves. The more waves you down, the faster they become, and the more points they're worth, 30 waves in all.

When you're this fast from other games is the quality of the graphics. The screen can jump, flicker-free, and move with great responsiveness. The sound is so good in you'll hear from the Spectrum, and accompanied explosions and raps on the screen. As each successive wave succeeds to your blaster, the screen whites out and a new wave begins.

Now the best news of all: it's only £2.99! This is as good as games four times the price, the Spectrum hardware is usually taken in it's best. What more can you ask? Why don't other software houses offer the same? Buy two copies for your collection if this is the sort of game you like. You won't be disappointed with it. D.M.

Price: £2.99

Publisher: Century City

Address: 98 High St, Dudley, W Midlands DY1 1QP





Desk Diary C64

Desk Diary classifies itself as a powerful Diary Information Management System. In essence you can make diary entries by date, you can instantly update pages of notes such as names and addresses, and you can search the information base for the moment of any thing. In addition you can import or export files between Desk Diary and Easy File, Easy Script and Easy Calc.

It sounds good, but actually there are exceptions and your attitude to this piece of software will depend on how dedicated you are to notes. In other words I will think it is a traditional handwritten diary is superior.

Your diary is maintained on a separate disc drive. The year is divided into pre-defined quarters, i.e. Quarter 1 is always 1st January to 31st March, and you set up your data disc for the current quarter. Desk Diary allows you to make notes on up to 50 future appointments beyond the current quarter. These are carried forward automatically when the next quarter's disc is set up. When you make an entry against a date you must remember to save it to disc before returning to the main menu.

While the main menu is displayed, there is a window positioned at the top right hand corner of the screen that displays the appointments entered over 60 days starting from the previous Sunday. You can scroll this window as required. In the bottom corner of the screen there is a real time clock which you set when starting up Desk Diary.

One of the options from the main menu is Desk Data. This

in effect passes you to 19 other general purpose pages which can contain information. As suggested Desk Diary has these pages already set up, partly for your convenience and partly to illustrate how they can be used. Thus one page is set up for convenient letters, another for food drinks, another for your tax details etc.

Any information held in Desk Diary can be searched by the Easy Analyse option. You enter the text you are searching for and a start date, so you can search for a specific date and retrieve it's appointments page. There is an option to print out anything retrieved to a Commodore printer (the system being operating to my Epson).

Despite a few other features I found it limiting and slow, so my rating diary remains a valued possession.

This review disc drive L.C.

Publisher: AZAD

Address: 20 Chatham St, London SW1X 1HQ



1978



Spook Loot

This is another maze game with walls built of bricks.

The five-minute lead time creates an urgency, with nothing on the screen at all, apart from the occasional message to let you know that the program is still loading.

Kata error is also indicated for the alarm, which means rescuing the tape and writing all over again.

At the start of the game, looking quite hazy, you are placed inside the maze and can be moved around using either the keyboard or a joystick.

Your objective is to find all the hidden treasures spread throughout the 161 rooms. If you achieve this you then have to locate the hidden treasure in a secret passage, and presumably the end of the game.

I liked the original design of the maze and again as you discover it. The only downside to their repeated attacks is that new mazes change, which gives a variable feel of play as it all and sundry, reducing your chance to a direct of class.

The large, clear, uncluttered graphics make the maze display pleasing, though the walls of the maze soon become claustrophobic.

As the spiders seem to approach from the same direction each time the game is played, a better computerised way to shoot or kill.

On the other hand, remembering which room you are in is no simple matter, not if facing all these rooms.

Having played the game for an untold time of time with still only a quarter of them found, this would seem the ultimate challenge.

D.J.B.

Publisher: Astrologic

Address: 25, Upper Bridge Rd, Chislehurst, Kent



1978



Chopper Squad

According to aircraft while dodging a seemingly endless succession of shots is no mean feat.

Your task is to do just that save times over, playing a helicopter between three landing pads.

The score parts appear from the top of the screen, and need to be heavily defended and deposited at the bottom right hand corner.

To let you know how near your task is to completion, each aircraft is displayed at the top of the screen, in it's various stages of completion. Armed with a photon proton laser blaster, your rocket-powered helicopter is maneuvered around using keys or joystick.

The wrap-around screen allows movement from side to side at great speed, so your attempt to dodge the dragons.

An unapologetic waste display can quickly produce, but the all important movement around the screen is smooth and rapid.

This one simple screen becomes boring after a couple of games, the programme success in the short speed of each, where some progress is each player is rewarded.

Coming from a major software house, machine purchase could be forgiven for expecting more than this for their money. The game offers nothing other than a 24 original, lacking the addictive quality of many computerised puzzle programs.

Loading and playing machines, along with a synopsis of the story line are all packed on the cassette only.

D.H.

Price: 15

Publisher: Interscope Micro

Address: London House, The Green, Tindley, Kent



1978



The Joffe Plan

Whereas the Psi-Q program from Microsoft left us rather cold, this seems to be of much greater value. It's a tough industrial package which actually treats you like a grown up. First your height, weight, age and sex are input and as a result, your ideal weight range is calculated. From that, a target weight and the date by which you should achieve it are displayed. You can then compare with your speed run as is the target date and weight. If you choose to go too fast, you are warned about the dangers.

When you've reached your target, another program is loaded which is a very detailed questionnaire about your eating habits. As a result of this a personal plan is drawn up for you, which makes simple, and sometimes unusual suggestions as to how you should modify your eating behaviour. Again, these made are respectable.

You are then encouraged to take a little more exercise, again, nothing awful, but enough to change your consumption of energy. Finally, you are told about protein if you are hungry and don't quit in the dead! How tough! You have to report in to your Spectrum on certain days to let it know how you're doing, and a computer your results with those previously saved in tape!

Excellent presentation together with a good manual and an approach to eating, exercise and self control that really does seem sensible without being oppressive. You might just succeed with this where the boring traditional diet fails. It's easier to be happy with a computer! **DM**

Price: £8.95

Publisher: Microsoft

Address: Herbert Court, London EC1 1HQ



3D Skramble

You follow, you pursue it, here's a revamped version of this old favourite. In case some of you haven't played Skramble, you pilot a space craft and man fly through a series of caves destroying enemies, fuel dumps, etc. The last of the six stages contains the power computer which must be destroyed. As you progress your fuel supply falls. This can be replenished by bombing fuel dumps.

This version was designed scrolling music to Rocco and Blue Max to give the 3D effect. You fly down canons and a feeling of depth is given by each object casting a shadow. The use of shadow changes with the object's height above the ground. Your passage is impeded by enemies, fuel canons and fire balls which must be shot or avoided.

In spite of the lack of originality of the plot, the value of this game lies on the implementation. In fact the 3D effect isn't too bad. The scrolling tends to be a little jerky which does reduce the effect but overall things aren't too bad. The fuel dumps and other objects are nicely drawn with a good solid feel. The three shots, such to enemies and fuel balls, look much better colour and are formidable obstacles. The background music is reasonably well designed but I found myself tiring of it all after a while.

Overall, not a great game, but at the price, not bad.

DM

Price: £6.95

Publisher: Leisure Software Ltd

Address: Progress Hse, 11/13 Mount St, Manchester M3 4LQ



Monty Is Innocent

Based on the case of Monty Main is an easily adventure in which you guide Sam Soot to rescue Monty from the clutches of Scudmore From Finding Monty is one problem, finding him is another!

You need your wits for the accuracy, and keys which must be returned to the governor's office until you find the one to fit Monty's key. This sounds straightforward and you see the named names of diamonds, skulls, weapons, ghosts and, not to mention, millions of other weirdy charts. Though you do have the game with which to defend yourself, they only have five lives, and even the hosts of unwelcome person wear off very quickly.

The graphics are rendered in clever, multi-colored 1-bit, as a result, you can go round and behind things like pillars etc. The old Spectrum software problem does get in the way every now and then, but, on balance, the effect is good. Levels, ladders, rooms, ropes, corridors, etc, even the gun are displayed. One of the most fun things is to do is to disappear down a hole, to reappear anywhere else. It's very impressive.

And it's hard... now had been using a special version with stable lives, I still have's find Monty. The call boys are hard to come by, though power control for keyboard and Interface 2 makes steering Sam very easy.

Very well presented and executed, good value for money, and certainly plenty to keep you occupied for quite some time. There's even a screen chat off too! **DM**

Price: £6.95

Publisher: Creative Graphics

Address: Alpha House, 19 Carter St, Sheffield S1 4PS



Zulu

This is a more type game, the more in the real thing parts through the jungle.

The jungle, like all jungles, is quite large and it is easy to get lost. There are 25 screens full of jungle in which you seek a previous collection of 100 Zulu masks. Mainly the Zulus are not happy about this and are constantly attacking.

You can prevent the Zulus while you have field built up. In addition to the space age concept there is a touch of realism in the game. If you suddenly need a cooking pot, and there are many because Zulus are hungry people, the mask becomes visible. The only way to make the mask visible again is to collect another mask. If you touch a second cooking pot instead, you demonstrate what makes a very more difficult to collect masks.

The game can be played via keyboard or joystick and has four speeds. You can select and change the speed of play any time you wish. This is a nice touch; slowly, those waiting go to 10 to 100 or before getting down to collecting in earnest. The screen graphics were acceptable without being over-convincing. More especially, the entire atmosphere and were suitable allowing everything to be seen in addition to the more the screen displayed the usual type of maps, report on the highest score, no of lives, no of masks collected etc.

This game is good value in its price and will provide quite a few hours of happy hunting.

Price: £2.95

Publisher: Pinkish

Address: Watlington Hse, Upper St, Martin's Ln, London WC2H 8DL





Split!

Computer games seem to have gone through phases in successive each other. A rash of space shooters followed by platformers followed by platformers and levels seem to have been the pattern since 1982. How refreshing to review something which can claim some originality.

You control Zippo, a wretched druggo creature — but not druggo — round a maze — neither is it a puzzle among gears. The maze is huge and shows very large, on which the screen is just a window with a slowly decreasing frame. It all seems very simple at the time, until the maze starts moving through the window, totally out of your control. Not only can you keep on seeing the change of area, but you can't even avoid being trapped in the maze, or reaching the window edge, because, if you do, Zippo is updated into a much more complex one.

The window changes direction without warning, and third pump results? How really have to be sharp. There are eight levels altogether, each with new areas to collect and avoid. Getting into each new level takes some doing too. The 8-screen table and down mode just heighten your frustration — or determination in me.

Graphics are very smooth, and it's good as are previous to change the colours, very handy for game score experts or those with the dreaded shimmering colour problems. My only real criticism is the failure to exploit the sound facilities fully, otherwise, original, gripping and fun, but, as with all Amstrad software, a little too expensive. **DM**

Price: £8.95

Publisher: Amstrad
Address: 141 Kings Rd,
Wimbledon, Essex CM14 4EP



Supercode 3

If he achieves nothing else, the author of this should get the award for the most modest software writer in the country. According to the instructions, this is the first level available for any computer in the world with four times as many locations as any of its competitors.

What we have is a collection of 142 machine code routines which can be incorporated in your own BASIC programs. The range of the routines is impressive covering graphics, actions, movement commands, speed and many other bits and pieces.

The presentation is brilliant. First there is a 30 page instruction booklet which explains in detail what you get. Second, there are demonstration programs which describe the routines, give the list of the routines and give some instructions. Many demonstrations are included showing what the routines will do. Full details are given on how to use the routines and most are reasonably easy to incorporate. **DM**

I won't attempt to describe each routine since space won't allow it. The graphics commands make every conceivable word you could want, full commands, border effects and many others. Probably the strongest area is the microdrive routines, the subject for program protection, program loading and debugging.

While I can't agree with the author's claim that it's pretty good, it's pretty good. The package will appeal to the average user who wants to use some simple effects in his own games but doesn't want to learn assembly. **A.W.**

Price: £12.95

Publisher: CP Software
Address: 1 Dicks Rd, Letchworth,
Herts SG8 2BD



Centre Court

A tennis simulation, and a tricky one! You can watch the computer play itself, play the computer, or play a friend using keyboard or joystick. Having selected an option, no instructions can be found (see get out of it! In the end, I discovered the TAB key does the job. The instructions are generally weak).

The game starts with a huge racket bouncing a ball complete with sound, then follows again about, down onto the court shown in perspective to give 3-D. The judge, umpire and crowd are all there, increased at various points. The hands of the crowd follow the score, and there's a sound after each point scored. Even the sound of the ball being hit is here! The players are little more than animated stick figures. One they do run and serve well, and ball movements is very natural, often in slow motion. If it were full speed, you'd never score a point!

All the moving components are observed including fan-blades, but service and return of the ball are rather different. To serve, the first bounce is pushed over to show the ball over the net, and again to hit it. The timing of this controls the strength of service. To return, the position of the player together with the direction of his movement determines both strength and direction. It takes a bit of using used to, but once done, a good game results.

Recorded only "best sample later made" Centre Court has reasonable graphics, clear sound, and timing appeal. **DM**

Price: £5.95

Publisher: Amstrad

Address: 141 Kings Rd,
Wimbledon, Essex CM14 4EP



'Dr' Level Maths

It was defined to mean the program. Early, to check programming occasionally leads to the presentation of odd questions with peculiar responses.

Essentially this is an "Dr" level maths revision one, with two pages being made through a series of questions spanning a number of topics in that subject. Calculators may not be used, but trigonometric tables are permitted. The source documentation does not say whether tables of logarithms or the table of means, the table, etc. are also allowed. Despite some minor concerns — the 1-10 table could have been omitted to 1 — the program achieves its aim.

It has been some years since I practiced much of the maths here, and some of it wasn't even taught in my day, but I still managed to score about 85% on both passes without preparation. Perhaps parents might be persuaded to try their hand. Many of the questions are not so much your ability to calculate, but rather your understanding of the question itself and of the subject.

For the price I found the good value for money and all out to the teacher who wishes to review at home. On its own it is not comprehensive enough to encourage everything needed but it could form a valuable part of a larger revision programme — not program. Good use has been made of the TI, although the use of colour is not so successful. **DM**

Price: £3

Publisher: Bell

Address: 14 Station Rd, Brough,
N. Humberside





Blogger

Blogger is a game of a platform and levels game. A blog being a subway, your task is to ride the rails — one in each train — of the buses. To crack them, you need a series of lines which are devised around, in each room is a small number of turning wheels, fans and holes, phones, shafts, pulleys, rods... get some old Atari keyboard or joystick move left, right or jump.

The drive mode reveals all the rooms, and the standard of the graphics. The joystick at game like this tends to be a little slower for the Spectrum. Undoubtedly, this is superior, with great detail and under-calculated moving objects. Surprisingly, even with its sophisticated graphics screen, Blogger still displays a hint of Bunker with some shots in certain areas.

The bus is yet to come, however, the music is magnificent! Big drum sounds it is. Sound being a masterpiece of composition. Interestingly, the music does drive when the drive screen changes. Even so, there's still a channel left for an off-beat pop as you like the bus yet again!

This isn't an easy game, but once the bug bites you, you'll keep at it. Except you'll need a joystick to get into the leagues table. Very addictive, and if you haven't heard when the sound chip on your CPC can do, then try this for starters. You won't be disappointed even though the concept is rather worn and the price, typically for the CPC 464, rather over the top. **B.M.**

Price: £8.95

Publisher: Amsoft

Address: 169 Kings Rd, Brentwood, Essex, CM14 4EF



Combat Lynx

According to the instruction booklet this is probably the most sophisticated real time scale simulation ever written for a home console. It is also probably the first written for a home console with four heads!

You control a fleet of four ships, and depending on your preferences, can fly a number of missions. For display purposes, you can simply shoot all the way. Those with brains, on the other hand, may prefer a more complex option.

At the start of the mission, you can select which area is loaded on your Lynx. The range is quite eye-opening. Once armed is complete, off you go.

The screen gives a view of the control panel complete with the view outside the window. The view of the screen varies with your heading and height. You have an up-to-date map of the controls, including the map of the Lynx, a map and firing weapons. Such is the range that either two joysticks or most of the keyboard may be used in all, rather too much in comparison.

The most impressive feature is the use of graphics. The view through the screen is impressively done with Bunker-like movement. Similarly, the instructions are clear and frequently updated. Sound is used to great effect, providing the necessary explosion and weapon notes.

This is a complex game which will appeal to the war game who enjoys a little arcade action. The implementation of the controls is very complex and needs significant effort to master. **A.W.**

Price: £19.95

Publisher: Durell

Address: Circle Lodge, Castle Green, Tooton, Nottingham TA1 4AB



Detective

There's no getting away from it, this is a complete re-run of the board game Cluedo. The body has been murdered, his body dumped, and it's your job to discover the criminal from the assembled guests, together with the weapons and the location of the body itself. Through you can play on your own, it's better with friends.

Each of you assumes the role of an investigator, and the fact is shown for each player. This obscures the movement transfer of moving you can make in one turn. The characters you choose a character as a little head, body, dress, and the playing area is the plan of the house. As you move into each room, you may make an accusation of the murderer and weapon for that room. The computer responds, showing you which, if any, is correct. You then move about the house and gather pieces of evidence to see who didn't do it, and what they didn't do it with. From this, you work out who did, and with what.

Conceptually this is good, with many different colours and with movement. If you like Cluedo, or indeed, any too complex games of deduction, you'll enjoy this. I have to admit to being bored, I find the original very boring, though this is better.

Instructions both written and on screen are adequate, but loading is on three modes only. Quite reasonable as a game, but in my view not worth this sort of price. £9.95 would be more realistic, and that's putting it. **B.M.**

Price: £9.95

Publisher: Amsoft

Address: 169 Kings Rd, Brentwood, Essex, CM14 4EF



Bouncer

Bouncer uses very comical characters in both appearance and action. In both the game is a series of rooms but not which appears is a surprising level of skill.

The aim is to bounce a figure called Arthur up and down a pyramid of cubes in an attempt to land on each cube as soon as the figure being moved by springy figures and released balls.

When Arthur lands on each cube it changes colour, but he has to dodge coloured balls which are sent from the top of the pyramid and then pursue him, also it changes speed as you move. Arthur can jump on to one of two lifts to be transported to the top of the pyramid again. The lift can only be used once each time you do the three of any succeeding missions.

If he manages to land on all the cubes a new screen of a different colour is introduced but he only has three tries so it requires skill to move through the various levels of play. However, as one progresses through the game other copy characters come to join Arthur and can figure speech to show what he's doing. As Arthur, only my daughter will enjoy me to view these higher levels of play.

It is a complete and highly colourful game with many subtle items. Instructions are adequate and graphics excellent. Good value.

Price: £8.95

Publisher: Acornsoft Ltd

Address: Bepman Way, 104 Bilton Rd, Cambridge CB2 1LQ





Psychodelia

This is different. It's not a game, just something to enjoy. As the instructions say, switch on and freak out.

The program does to the screen what a triesther does to sound. Essentially you can produce multi-coloured patterns on the screen by moving the joystick. But any description is inadequate, for this, you have to see the effects to appreciate them.

You have numerous screens over the dynamics of the display. For example you can set the width of a line. When you move the cursor across the screen, you leave a trail that expands smoothly through a range of colours. You can create marbled effects, rainbows, mirror images etc.

When this, looking, sounds different effects are possible the top row of keys. Apart from using these you can define your own patterns, patterns and store the settings on one of three keys. You can record up to half an hour's worth of your own generated light show on tape. This can all be loaded back into the memory to provide a performance that automatically repeats. You can alter the parameters via the keyboard during playback to experiment further.

If you sit in the dark moving the joystick in time to your least pop record you have a light show that beats any time show before.

Jeff Mader has done it again. It's mesmerising, different and good value for money. **L.C.**

Price: £7.95

Publisher: Llanarnet

Address: 49 Mount Pleasant, Telford, Shropshire



Congo Bongo

These disco-like sounds over the screen never cease to come up with new ideas for games. This is a 3D blend of a number of meaning concepts contained in a single scenario. This version comprises of two screens and is in fact a weak cassette version of an excellent disc based Product.

On screen one you climb a mountain and reach the First of the monkey Congo. You must avoid the crocodiles Congo throws at you, avoid falling in the water and down a chain. Slightly sluggish leap around trying to fall you.

In the second screen you cross a river. To achieve this you can use drinking big yach, lagoon and fish as stepping stones. Again there are hazards such as thorns and hungry fish to avoid. Complete both screens and you start again with a greater difficulty level.

The graphics are reasonable but certainly not exceptional — the disc based version with Koolha just means in quite outstanding. The sound seems to comprise of just drums and doesn't really get one going. The enthusiasm of the various characters probably saves the day but only just.

Overall, decent score which inevitably has the problem of free money will limit the possibilities but having said that, I've seen better efforts given the same constraints. More talents or greater variety would have saved the day on this one. As the price, don't bother.

Price: £9.95

Publisher: US Gold

Address: Unit 10, The Parkway Industrial Estate, Henbury St, Birmingham B7 4PL

M.W.



Carry On Laughing

This is another variant on the general theme of platform games. In it you take the part of Mr Livermore the ancestor of Mr Handicapped, a school with more than its fair share of delinquents. Your task is to climb using graffiti, in the form of crosses, down the walls while avoiding the small snakes.

There are nine screens depicting different scenes of the school and arranged in a three by three array. Each screen has its own problems and requires different tactics. Some screens aren't particularly challenging or new — there is a King style screen in which you must avoid rapidly falling down a series of platforms. On completing a screen you can move to the next of your choice, and you can repeat scenes if you so desire. All screens require the usual combination of planning, timing and dexterity. There is not, however, a single obstacle in any screen, so you can skip the changes if you want.

Graphically the game is competent, with reasonable drops of figures and possible movement. The background music is well arranged although with the odd off note. Several lengthy pauses are played with sufficient variety to reduce monotony. The play is interrupted with the usual bells and other noises.

Overall, not a earth shattering game although it's not that bad. The music really gave considerable loading and there was occasional bugs which gave unexpected results during play. At the price, give it a try, you might like it. **M.M.**

Price: £5.95

Publisher: Liverpool Software Ltd

Address: Progress Hse, 31-33 Mount St, Manchester M2 6LQ



GRID WARRIOR

Light cycles, power grids, flashing crystals — they're all there, in Stephen Anderson's game for the Amstrad CPC464

As a grid warrior you control a light cycle on the power grid by using a joystick or keys to fly up, down, left and right. The object is to collect the flashing power crystals while avoiding the barriers and your own tail. You are awarded an extra warrior at 1,000 points.

If you complete a board with more than 2,000 points then you've beaten the grid.

How it works.

10,500 start screen.
150-450 user class and window code.
450-600 power grid, an invisible.
600-650 enemy loop.
650-900 machine code, crystals, dots.
900-1100 crash monitor.
1100-1200 crash routine.
1200-1250 flashing board.
1250-1400 escaped grid.

Variables

h: high score
lx: machine code loop
x: x1 and x2
i: score
j: number remaining
x1: co-ordinates of warrior
x2: x1, y1: loop start of game
y1: y1
tail: warrior

Hints on conversion

Lower 600, 600, 600 and 600 with a count of square-wave instructions.



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400 ADR: 0000: 000000
500 ADR: 00: 0, 00000000
600 ADR: 0000: 000000
700 ADR: 00: 0, 00
800 ADR: 00: 0, 00
900 ADR: 00: 0, 00
1000 ADR: 00: 0, 00
1100 ADR: 00: 0, 00
1200 ADR: 00: 0, 00
1300 ADR: 00: 0, 00
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2700 ADR: 00: 0, 00
2800 ADR: 00: 0, 00
2900 ADR: 00: 0, 00
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7700 ADR: 00: 0, 00
7800 ADR: 00: 0, 00
7900 ADR: 00: 0, 00
8000 ADR: 00: 0, 00

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HARDWARE



DISC DRIVE FOR EVERYONE

Even if you've never used a disc drive, you'll be able to follow David Holme's rave review

Amstrad Disc Drive and Interface DDM-1

At the vast majority of home computer owners have never used a disc system, this review is written in simple terms, being specifically aimed at this enormous market potential.

In appearance, the DDM-1 is a very low machine, the other Amstrad hardware sometimes smaller than expected, but nevertheless, a proper power pack.

As a means of storing programs and data — called files — it can be linked to a cassette tape recorder. However the similarity ends there.

No fact is the purpose is your BASIC commands, that the first time it is difficult to believe that the program has actually loaded.

Programs over which the Datacenter costs nearly 10 pounds are now only a few seconds away.

There's 144K of storage space on each side of the disc which provides almost instantaneous access to a considerable library of programs.

Along with the DDM-1 is a CP/M master system disc, on the reverse side of which is

the Logo language program. A comprehensive handbook is also included.

In the experience of actually having the disc drive alongside the computer, you will be tempted to PEEK around. Don't do it!

The instruction book is well written, some considerable time must be spent going through it slowly and carefully. Only then can your considerable money be fully realised.

The three-inch floppy does not an universal disc and consequently may not yet be on sale in your high street shops, so remember to order at least two blanks when you order the DDM-1.

I am prompted to suggest that Amstrad purposely doesn't include any blank discs so that you are forced to read the handbook thoroughly while waiting.

Amstrad is the master disc operating system. On waiting!

on the disc drive, there are several additional Amstrad command words reserved, along with the ordinary BASIC commands. These enable instructions to be passed to the disc drive from the keyboard.

Loading CP/M gives full access to the numerous commands and routines, allowing you to harness the advantages of your disc system.

The instruction manual explains CP/M at some length.

Further advancement can be gained from Sub 159 — A Guide to CP/M, available from Amstrad.

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Quicksilver

Introduction

From the pioneering days of home computer games software Quicksilver has been a major force in the market. Since its formation in 1981 Quicksilver has gone from strength to strength and built up a formidable reputation as a producer of quality, innovative and commercially successful software titles.

If 1984 was the year of the Game Lords, 1985 will be the year the Game Lords conquer the world, with new titles added to the existing range, a wider variety of computers catered for and exciting new licensing agreements and deals with book publishers and tv channels - all to be sold worldwide.

IN THE BEGINNING

Quicksilver came into being at the beginning of the games computer breakthrough. Mick Lambert was the original founder and, being an electronic engineer by trade and a pub video games fanatic by nature, the idea of transferring his favourite games onto home computer was obvious. He was the proud owner of a ZX80, and later a ZX81, and set about it immediately.

Before moving heavily into creating computer games Quicksilver developed a variety of peripherals and add-ons for the ZX81 which were very well received. But when the mail order sales of games took off like a rocket it was obvious that the software path was the one to follow in future.

So Quicksilver Ltd was formed - the name coming from Nick's favourite group, Quicksilver Messenger Service. Now there was no holding QS back. With the advent of the first colour home computer, the Sinclair ZX Spectrum, more

programs and upgrades were developed and launched.

In 1982 the release of Timegate, the first ever truly 3D computer game, was a significant step in QS's progress. It heralded their into the top league of software producers. An office move into larger premises followed and Mick Eyles joined Nick and John Hollis to supervise marketing.

With Smith had by now realised the potential of the games market and were selling Spectrum computers through their stores. Smith approached Quicksilver and asked if they could sell their software in their retail shops. A deal was struck which marked a turning point in the market and Quicksilver were there first. Then Rod Cossons joined to run the 'business strategy' side of Quicksilver.

Now Quicksilver has expanded into several areas - more software titles for more computers, more staff, another office move, the formation of the Software Studios and a link-up with record company CBS who are now responsible for software manufacture and distribution.

The Software Studios was formed in 1983 and is the company's specialist development facility. Quicksilver's aim in setting up the Studios was to bring up the standard of their games to a very high quality, by investing in sophisticated equipment and programmers with extra special skills. Games Designer was the first product to come out of the Software Studios and fulfilled all Quicksilver's aims. It was the first program of its kind, an innovative concept which has since been 'borrowed' by other firms, as well as being a best seller.

It has always been Quicksilver's policy to concentrate efforts on developing a strong overseas sales base and this, combined with the strain which demand for products placed on manufacturing, prompted Quicksilver to look for a partner in this area. CBS fitted the bill and now handle manufacturing, distribution and sales for Quicksilver, throughout the world.

And as part of Quicksilver's expansion across a range of hardware they have agreements with smaller firms such as Salamander Software, Llamasoft and New Generation Software to convert their successful games and market them. This strategy will continue as QS add itself as a publishing house with its own in-house resources as well as the expertise of third parties and their products.

Since its formation Quicksilver has made sure that its presence is felt in the market by imaginative, aggressive advertising campaigns, quality products and regular appearances at major computer and electronics shows worldwide, from Britain's Personal Computer World Show, across the Atlantic to the Consumer Electronics Show and on to the Far East for Singapore's ProCompAsia exhibition.

At the end of May, 1984, Quicksilver was bought by the Argus Press Group, the publishing and communications arm of BET (British Electric Traction Company). And this ensured the stability, security and growth pattern of Quicksilver remained intact at a time when the home computer software business became increasingly precarious.

Remember . . . Quicksilver 1985 - the year the Game Lords conquer the world.

COMING SOON FROM QUICKSILVA – 1985

This year Quicksilva are poised for further expansion and currently under way are several exciting new projects within the software industry

POP GOES SOFTWARE WITH THE THOMPSON TWINS

In constant search of original material which appeals to the now highly critical home software audience Quicksilva have teamed up with the successful pop trio, The Thompson Twins.

This liaison stemmed from a partnership made with the Twins in 1984 when they made a flexi-disc together, around a computer game, which appeared on the front cover of the computer games magazine, *Computer and Video Games*.

Now the team have undertaken to produce a fully fledged game which will be on sale through Quicksilva's dealer network. At the moment it's still at the story board stage and the end result promises to be an arcade-adventure strategy. The program will feature some of the Thompson Twins' music and the game will revolve around some antics that the Twins got up to.

This partnership with the Thompson Twins is the first link up with popular recording artists, but Quicksilva are keen

to follow it up with more games involving a wider variety of artists and stars. As this new game is still in the very early stages the actual release date has not yet been decided. But it's certainly one of Quicksilva's most exciting new projects to keep an eye on.

THE OBSERVER

Home Computer Championships

As part of Quicksilva's promotional campaign during 1985 they have sponsored, jointly with Sinclair Research, the newly founded Observer Newspaper's Home Computer Championships.

This exciting competition begins in April and entrants stand to win an all expenses paid trip to the fantasy land of Disney World in America, as well as Sinclair's latest



MORE SOFTWARE

As well as Quicksilver's own brand name for its entire range of games software, **The Game Lords**, in 1983 they also launched a range of educational games under the label GED. Although at the moment the number of these titles is only a few, Quicksilver is poised to launch many more when they feel the market is large enough to justify them.

Even Quicksilver's educational software has an element of fun in the products and it is the company's firm belief that all their packages are essentially 'recreational'. So the learning process involved in educational programs is made much easier and appeals much more to children.

Following the success of *The Snowman*, that enchanting program based on the famous book of the same name by Raymond Briggs, this year will see similar projects launched. The first planned is a game about the almighty creature in the very popular book, *Fungus the Bogeyman* and will probably follow some of his adventures in the book.

In addition to Quicksilver's tie-ups with book publishers, plans are also in the pipeline for franchising both film titles and music/recording artists. For instance the company has recently won the rights to produce the program for the film, *Penelope Voyage* which will be on sale from March this year.

Many more exciting new Quicksilver products will be on their way during the course of 1985—and the ever-changing nature of the software industry means that you never know what the next three months will bring.

after another competition to do with the Games Designer product.

Throughout the competition consolation prizes will be awarded to the less successful entrants, and every entrant will be given a £1 voucher against any Quicksilver software. These vouchers will be redeemable in any dealer shop, or retail outlet stocking Quicksilver products.

Make sure you watch out for the Observer Sunday Colour supplement during April 1985 so that you don't miss the chance of a lifetime—a free trip to Disney World.

ON THE MOVE AGAIN

As Quicksilver's reputation and business has grown since its formation so has the number of staff it employs. Now there are 14 members of staff and the company has, for the fourth time, outgrown its offices.

For some time they have been looking around the Southampton area for alternative office accommodation and are shortly to move into the building Quicksilver's new address will be Carlton Lodge, Carlton Crescent, Southampton.

computer, the QL. The competition centres on

Quicksilver's adventure game *Xadom* and all entrants must answer correctly a number of questions relating to the game.

Once all the entrants have been received there will be a selection process whereby the judges will come up with 16 finalists. The lucky 16 will then attend the competition finals to be held at London's Metropole Hotel and they will have to take part in a play-off involving *Xadom* before moving on to the next phase. Eventually a top four set of final finalists will emerge and the overall winner will be crowned at

A Tony Crowther/Quicksilver Production

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A great action arcade game featuring helicopter and tank battles, superhuman crows and evil wizards. Guaranteed to keep any arcade fanawse happy for hours.

● ZOMBIE, ZOMBIE

Introducing three films for the ZX Spectrum in this eerie arcade/adventure - *moviemobile*, *Scotched colour graphics*, simultaneous two channel sound, and compatibility with the versatile Nili Interface.

● CASTLE OF JASOOM

A real time action interactive film - spectacular arcade and adventure graphics. Prove you are the rightful ruler of Jasoom by finding the fabled Jasoomian diamond and set right the evil deeds of the murky past.

● DUNGEONS OF RA

Norman Warrior sticks again in a challenging adventure in search of the fabled Be stone. No-one has come out of the dungeons, which contain the stone, alive - could you be the first?

● STRONTIUM DOG - The Killing

2000 AD's super comic character Johnny Alpha comes to life in the game of the comic story.

● STRONTIUM DOG - And the Death Genesis

Search and Destroy Agent Johnny Alpha gets into some more tricky trouble tracking down renegade Strontium Dogs. Only you can see him to safety across the deadly Planet of Perseides.

● DOODLE

The perfect graphics program for your every need. This graphically amazing colour sketch pad lets you go directly to most patterns.

● BATTLEZONE

Quickdraws bring you the *only* officially approved Spectrum version of Atari's tremendously successful arcade game list.

● OUTPOST

An excellent arcade/strategy game for the Atari, which can be played entirely by joystick.



QUICKSILVER PRESENTS
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BY TONY GARDNER

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Commodore C2, 600
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TURBO LOAD
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BATTLEZONE
ARCADE ACTION FROM
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PRESENTS

**CASTLE OF
JASOOM**

ZOMBIE ZOMBIES
COMMODORE 64
QUICKSILVER



ERIC BRISTOW'S PRO-DARTS

A realistic and addictive darts game for the 48K Spectrum, endorsed by the sport's champion, cruddy Cockney Eric Bristow

GRYPHON

An arcade fantasy featuring Gryphon, the ultimate griffin. Help him survive the threat of the evil Id Monsters who see after his treasured hoard of gold...

QUICKSILVA PRESENTS



SUMMER GAMES



30



SUMMER GAMES

Superbly realistic Olympic-type games to play—eight different events to tackle, opening and awards ceremonies, action and strategy in each event. Graphically this game is fabulous—buy it, see it and believe it.

30



30

GATECRASHER

The ultimate arcade game of skill and strategy that will test your mind to it's limits, in full colour animated graphics, special 'earthquake' feature, superb sound and seven levels of difficulty.

Please turn to p14 for a complete Quicksilver product list

READ WHAT THE PRESS SAY ABOUT QUICKSILVA GAMES

Which Micro & Software Review:
Summer Games... sets new standards for graphics and animation. The opening sequence is enough to make your jaw drop—it's more like watching a cartoon than a computer game!

Yorkshire Evening Press:
It's difficult to imagine a more impressive arcade/strategy than Quicksilver's **Ant Attack**.

Northern Echo:
Black Thunder (Quicksilver) is a classic—fast, furious and dynamic—and among the best releases of the year for Commodore 64.

Derby Evening Telegraph:

Zombie, Zombie—Verdict: Annoyingly good!
Stratham Dog, The Killing—Verdict: Competing!
Quicksilver's Sea-Saw for the C64 is a super fun!
Verdict: Good for a laugh!

Daily Express:

'Summer Games may be a bit out of season, but this Olympic sports simulation can even give Derby Thompson a run for his money

HOW ABOUT THE HARDWARE?



When Quicksilver first went into operation it produced basic games for the now crude ZX80, followed shortly by the ZX81 and later progressed to the first colour home computer, Sinclair's ZX Spectrum.

It was natural for Quicksilver to evolve as a 'ZX' software producer, largely because at the time of Quicksilver's conception the only home computer on sale and at an affordable price was the ZX80. Although remarkably ahead of its time in terms of price/performance, in comparison to today's vast range of home computers the ZX80 was extremely basic and had limited, well practically no, graphics capabilities.

But it was the only home computer around. Not for long though. Soon came Sinclair's ZX81, an improvement on the 80 but still with limitations, and it quickly sold in huge numbers but quality software was lacking. Until Quicksilver arrived on the scene, and software sales took off in line with hardware

sales. When the Spectrum superseded the 81, Quicksilver were able to produce really stunning games, and these too sold in huge numbers along with the hardware.

It was now obvious that it made good business sense to write software for the best selling computer hardware. And after the arrival of the Spectrum on the home computer scene the emergence of many other similar computers—notably Commodore Business Machines' VIC 20 and Commodore 64, the BBC Model B, Atari's range and most recently the Japanese MSX range of computers.

If a particular make of computer sells well, they support it—a common policy among software suppliers. Likewise when sales of a piece of hardware die down, so do software sales which is why Quicksilver is no longer actively promoting the ZX81, although there are old stocks of the early games which can be bought at knock-down prices.

Quicksilver currently produces software for the ZX Spectrum, CIM 64, BBC B, Electron, Atari and MSX. The majority of games out now run on the Spectrum and CIM 64 and with the 64 Quicksilver is keen to make use of its superior sound facilities. This year will see an expansion of software products available for the Atari and MSX range of machines. In fact, discussions are afoot between Quicksilver and Atari to develop software for Atari's 8 bit and 16 bit computers as well as developing material for use on 68000 chip computers.

Already Quicksilver has completed five conversions to run on the MSX range of computers now available. Titles include The Snowman, Air Attack, Frost, Games Designer and Boogaboo. Plans are already under way to convert programs for the Amstrad computer, which has sold very well in 1984. Also work is now under way on software for the second generation of MSX computers.

Over the past couple of years Quicksilver have made agreements with other software suppliers and hardware manufacturers for conversion rights in order to expand the firm's software range and coverage of computers.

So far deals have been struck with Llamasoft, New Generation Software and Salamander Software to convert and market their best selling games—sometimes conversions are from Spectrum to CIM 64 and vice versa. This type of agreement is to continue throughout 1985 so you can expect to see on sale a much broader range of third party labels from Quicksilver and a wider variety of computers catered for.

QUICKSILVA'S GOLDEN OLDIES...

Remember those past super hits which seemed to the top of many a Hall of Fame? All these games are evidence of QS's insistence on high quality products.



ANT ATTACK

Quicksilver's classic arcade game in stunning Softsolid 3D graphics. The Walled City of Antscher, suspended in a time gone by, must now defend itself and its inhabitants from the destructive couple He and She.



TRASHMAN

You'll get more than a load of rubbish in this amusing arcade game, originally developed by New Generation Software. Watch out for mad motorists, crazy cyclists, and irate housewives when employing these bins.

GAMES DESIGNER

The game that allowed you to create your own games. Another QS first. This simple to use program requires no programming knowledge, and with it you can design your own animated films, ships, missiles and explosions giving smooth arcade quality. Still highly popular and available on a wide range of computers.

THE SNOWMAN

Raymond Briggs' book is brought enchantingly to the screen. Build up the complete Snowman, and clothe him before the mid-day sun melts him away. Now at least 18 months old, The Snowman is still in great demand by a range of computer owners.

TIMEGATE

Quicksilver's first ever 3D computer game was a top-selling product of its time back in 1982.

**They came from out of the desert to
the lost city of Antescher and discovered
the HORROR of the ANTS...**

ANT ATTACK 3D

The Walled City of Antescher has rested for a thousand, thousand years in the midst of the Great Desert inhabited by only the deadly Ants who have made it their home.

Then one day He and She arrive to play their games through the wind-swept streets, ousting the Ants from their exclusive occupation.

But the City seems to have a presence, a huge brooding entity which hangs over the buildings and in some mysterious way controls the destiny of those below...



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QSP-0058	Art Attack	£ 6.95
QSP-0063	The Sorcerer	£ 6.95
QSP-0064	Prod	£ 6.95
QSP-0070	Getemacher	£ 6.95
QSP-0080	Buttman	£ 6.95
QSP-0086	Eric Britner	£ 6.95
QSP-0094	Simulation Eng—The Killing	£ 6.95
QSP-0096	Smokin, Smokin	£ 6.95
QSP-0102	Monster 'n' Guts (Postcards Voyage)	£ 6.95

COMMODORE 64

QSC-0059	Ultimate	£14.95
QSC-0061	Beagles	£ 7.95
QSC-0071	3D Tunnel	£ 7.95
QSC-0072	Scorpi	£ 7.95
QSC-0073	Thickman	£ 7.95
QSC-0079	Snails	£ 7.95
QSC-0078	Prod	£ 7.95
QSC-0079	Art Attack	£ 6.95
QSC-0081	Summer Games (Disk)	£14.95
QCD-0082	Summer Games (Disk)	£16.95
QSC-0083	Sea-Law	£ 7.95
QSC-0086	The Sorcerer	£ 7.95



QSC-0089 Simulation Eng—The Death

Countdown	£ 7.95
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QCD-0092 Prangona of Be	£13.95
QCD-0093 Beetle (Disk)	£14.95

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QSB-0041	Book-Art	£14.95
QSB-0067	Getemacher	£ 6.95
QSB-0070	Brain Box	£ 9.95

ELECTRON

QSE-0068	Getemacher	£ 6.95
QSE-0069	Blower-Art	£14.95

ATARI

QAD-0094	Beagles (Disk)	£12.95
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MSX

QMX-0067	Games Designer	£ 9.95
QMX-0068	Art Attack	£ 7.95
QMX-0069	The Sorcerer	£ 7.95
QMX-0100	Prod	£ 7.95
QMX-0101	Beagles	£ 7.95

The above list contains details of Quicksilva's most recent software releases. You can buy them from any Quicksilva distributor or dealer throughout the country, or mail order direct

from Quicksilva (see the coupon at the bottom of the page).

A list of old stock software at discount prices for the ZX81, VIC 20 and BBC computers is available upon written request.

Write to:
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Important. Please use this form only if you are NOT a dealer. Your order will be invalid if you use any other form in this brochure.

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Things are looking up for dealers who are wise enough to keep a constant stock of Quiksilver software.

Quintidine is on the look-out for more outlets for its products, other than those already involved in CBS's distributor network. Special discounts and incentive schemes are either operating now, or are shortly to be introduced. These include:

- exclusively to Quicksilver dealers in which you could win a fabulous dream holiday — if you top the performance figures from participating Quicksilver dealers.

- **Point of Sale material** – high quality, eye-catching posters to draw attention to your shop and Quicksilver's products. Also calendars, scarves, badges, hats and T-shirts are given to dealers as part of special sales campaigns for a variety of Quicksilver products.

Software and Bug Byte, the Software Sales Service. This organization is responsible for producing all Point of Sale material and is there specifically to provide an efficient service for dealers.

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15

QUESTIONNAIRE - QUICKSILVA

QUESTIONNAIRE - QUICKSILVA

- 1 What is your company name?
- 2 What is your address?
-
-
- **Telephone No**
.....
- 3 Is your shop a small independent/part of a retail chain?
- 4 Do you sell computer hardware and software/other electrical goods?
- 5 If you already stock software, which computers do you cater for?
Spectrum ☐ CBM 64 ☐ BBC B ☐ MSX ☐ Amstrad ☐
Any other? If so, which makes
- 6 Have you ever been asked to stock Quicksilver software in the past? Yes ☐ No ☐
- 7 Do you currently stock any Quicksilver software? Yes ☐ No ☐
- 8 Which category of software do you sell most of?
arcade games ☐ adventure games ☐ utility programs ☐ business programs ☐ sports simulations ☐
sport games ☐ non-space games ☐
- 9 Would you like to receive further details of Quicksilver's discount and incentive schemes? Yes ☐ No ☐

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THIRD FOLD

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SECOND FOLD

George on his own.



George is loveable, cute — and controllable. He'll do what you want, within reason, and he's more than just a toy.

Jonathan Barry took him home to play

BY GEORGE! IT'S A ROBOT

George
\$19.95

George is a robot, small, friendly and remote. He sits on two wheels on the floor and wanders around almost at your whim and fancy. George doesn't need a computer — he already has one in his head, a special five-bit processor which controls his every move.

That type of robot provides an ideal opportunity for children to understand what programming is all about. This is, as we'll accept now as education that a number of primary schools have robots like George and use them with very young children before they use the computer. Programs are fed into the robot by the buttons on the top of his head and a vast range of movements is available.

Besides forwards and back, with George you can left and right, move in three different speeds, called gears in the manual, and he can even make a great deal of noise. He has two red eyes — could be something to do with his drinking habits — and a telescopic guide light. The most disappointing feature about him is his hand, it doesn't move.

With his 30-bit brain he can be programmed with up to 48 movements which take a period of about one hour should you want to wait that long for him to do his tricks. Commands are entered in the form of direction numbers. All commands can be controlled by any number so that to go a walk of 37 seconds you can move either forward nine times three or forward three times nine. That has the added advantage of teaching a little about factors. The

numbers relate to time, so that if you set George in high gear he will go further each second than when he is in a lower gear.

To get George to move at all there are two commands available: the Go key and the Recalling running key. The first instructs the program as you have typed it in, while the second runs the program as typed and this can be a remote order so that George should end up back where he started from. I use the word should because on occasions there is a considerable degree of error.

George is well built, comes with a beautifully written manual which covers all the points and has already provided many hours of fun in our household. I have even been to see the bank manager to ask if he can make me a loan for betteries, four pen cells and a 9V battery.

And with his family



HARDWARE

HARDWARE



THREE ENTERPRISE

Three pairs of eyes focused in on the Enterprise. Jonathan Barry, seasoned computer user, had different criteria to Genevieve King and Marianne Johnson, two complete novices. Experienced or beginner — the end verdict was much the same.

Expert view

For a programmer the most important feature of any machine is the language that the machine uses. My first job therefore was to decide if the BASIC that the Enterprise uses is a modern and capable language. There are actually a number of commands and statements which aren't present in any other version for a home computer. There are full function defining commands and a whole group of looping commands that can run the conditions at both the beginning and the end of the loops.

The range of built-in functions is also vast, with over 80 math commands. In fact I find this large range of words easily overwhelming. I know that most programmers use

only a small range of words and that having this vast range is, theoretically at least, of great advantage but I feel that it is likely to put in many programmers off the language as it is so massive. Wonderful programs have been written with much less developed languages and I wonder if there will be a price rise of the low of demanding resources.

The manual is also rather less than I had expected. The first section is of a general nature with 184 pages of introduction to the machine. This leaves just 60 pages for the reference source and I feel this does a bit too little — all the review is squeezed into a very small space indeed. The amount of detail is far less than I had expected both in terms of the language

and of the machine itself. There is reference to a technical manual, but this isn't really good enough. I am of the opinion that if you've bought a machine that you have the right to information about it's inner workings without having to go to even more expense.

Possibly the most surprising part of all is the error reporting procedure. They are accessible from BASIC with no problem whatsoever and the messages are of a reasonably explanatory nature, but there is no detail given in the manual about the errors. Perhaps this, too, is in the technical manual, but it should have been in the standard one. Information about memory usage is confined to just 60 lines and the whole of the operating system is dealt with in just two and a half pages.

The machine is pleasant to use with a good on-screen editor which makes correction of typing errors very simple indeed. The pattern is not as crisp as I had expected on a normal TV, although I believe that this is much improved by the use of a monitor.

The areas which are most likely to cause new users are the sound and graphics commands. There are very well thought-out



and you have control of almost every aspect of the operation. The second command is followed by details of all the parameters you want to set and instead of following a set system standard you can use the parameters in almost any order performing such one with it's name. This aspect that you have a very flexible, if wordy, system.

Envelopes are fully definable in almost every respect and with 254 of them I don't see anyone running out of possibilities. When I couldn't remember what if you had to set aside some memory for these envelopes. There is control of pitch and volume across a number of phones and there can be space-locked sound on a number of channels too. As there are two speakers and each envelope can be set to send different volumes to each speaker there is the possibility of writing some very sophisticated music programs.

The graphics too are quite amazing. You can set windows for both text and graphics and these can be scrolled by using a (physical) command from BASIC. Each of these windows can have a graphics BEAM to either draw lines or move across the screen without drawing. The range of 254 colors can be an amazing prospect, but with only 16 shades at any one time, assuming that you want a reasonable resolution too, then this can be a little tricky.

There is no doubt that the graphics chip, known affectionately as HICK, has a range of features which aren't available anywhere else, but it is very difficult to get this chip with the information given in the manual. I have the feeling that a number of users will write for the details themselves and read.

The most disappointing feature of the whole machine is it's lack of speed. To say that the Enterprise is slow is too kind. This can be seen when you load almost any graphic program but it's particularly poor with most-type games.

In a couple of simple tests running the same program, the Enterprise proved to be three times slower than a BBC.

One test the BBC took less than ten seconds while the Enterprise took over 30. This was without any complicated software or any of the unusual functions. If you're programming, this means you either have to use machine code or be very efficient in your use of program lines.

Overall this is a nice machine with a whole host of new and exciting features, but without the quality of support I require. I would like to see a completely revised manual with more for the beginner and more for the advanced user. I would also like to see the price fall to about £200 so I feel that the machine is unlikely to become popular when it is placed in the market against such a well established machine as the Commodore 64. J.H.

Setting up

The Enterprise comes in a rather large box containing everything you need to start you off except a TV and a monitor player. There were two booklets and two manuals to contend with, but the Setting Up guide seemed to be the logical place to start.

It is fairly comprehensive and there was very little that we could find wrong with it. Generally following the instructions the computer was connected up with no problems.

The Setting Up guide contains a description of the computer and some very clear diagrams which name all the keys and sockets — which are in fact very well marked on the machine itself.

One small fault which became obvious at this stage was the fact that although the guide described the correct connection used as a test with four plugs at each end, it transpired that there were in fact two leads with two plugs at either end. U.R.

The manual

The programming guide is a 219 page guide to programming for the short and so each it falls

for short of it's objective.

The first program we tried was a very short graphics program taken from the manual. This worked perfectly first time and we were able to add an extra line to produce a raster driver effect. The graphics consisted of a series of ever decreasing circles which apparently changed colour and the modification to turn from the original colour the background to black through the spectrum.

Once achieved the program modification was quite effective but the manual presents some prior knowledge of coding which tends to confuse the absolute beginner. It instructs the user to start line 10. Presumably that line 10 should come between lines 130 and 140. We tried to position it there using the insert key. We failed and only later discovered that it can be typed at the bottom of the screen and is automatically inserted in the correct position by the computer.

Having got the first program to run we then moved on to the next listing in the book. This is described as a program which "draws a multi coloured target with exploding fireballs". This listing unfortunately contained at least two errors a semi colon instead of a colon and line 1000 mispelled 100000. One of H.C.W.'s experts helped us out the first problem and the second rectified itself. However, the program still failed to run and gave out the message "wrong end of block" but nowhere in the manual could we find any explanation of the phenomenon.

Another error message we received several times which was nowhere explained in the manual was "Channel C&C error". Having searched the manual for advice on how to deal with this problem we once again had to go to the experts for help. The solution was to adjust the volume or tone.

With obstacles like these the time we spent using the Enterprise was completely frustrated. We had approached the project hoping that we would be able to cope with any reasonable difficulties which might arise.

But unfortunately the problems we encountered were happily out of our hands. When we managed to get programs to run they were quite interesting and interesting, but that was outweighed, from a beginner's point of view, by the serious inability of the machine to cope for the totally uninitiated. G.R.

Good looks

The Enterprise keyboard looks quite stylish. It's grey, with green control keys around the traditional QWERTY keys, blue function keys above the numbers and a red stop key, which, although highly visible, is unlikely to be pressed in error.

It's attractive and compact-looking. The joystick is built in to the bottom right hand corner, and has a green knob. This seems fairly flexible but remains in somewhat dulled.

ROM cartridges slot in on the left hand side, while there's room for expansion on the right hand, opposite, giving a nicely symmetrical look. The whole of the machine looks as if it's been carefully designed for looks, with compactness and simplicity of the key layout.

The rear end of the machine houses the ports for printer and tape recorder, etc. The reset button is located at the far right hand end of the back, and it's easy to accidentally touch alone.

From a look-typer's point of view, the keyboard functions are attractive. Most of the commands are typed as upper case, but you don't see the normal shift keys, for example, if you just want to type as you before in upper case. Instead you must press CTRL and L/RK, both with your left hand fingers. This means that you don't press a key which is normally covered by the left hand in the same case, during most days.

The keys have a really unpleasant feel. They're neither smooth, but are textured to finger shape. Not ideal, but a typewriter keyboard, for example. Response was good, but from now on time spent on touch didn't provide any deception, whereas on a

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In a new regular series, Jon Ravis takes a closer look at utility packages

In today's cut-throat world of computer graphics, one of the major selling points of a home computer is its graphics capabilities. Does it have high resolution, fast drawing capability? How many colours does it have? How many of these can be displayed on screen at one time? In the early days of the Pico and Tandy these questions weren't even dreamed of. In these days graphics had to be built up from

scratch. What you can do with the graphics on a BBC micro isn't worth doing. If you want to spend them just on screen circles — one glowing circle from the graphics memory of the BBC is it's look of a circle. In the example program PROCcircle is called from line 20, the three numbers in the angled brackets are the X and Y co-ordinates and the radius of the circle. These are passed to the procedure at line 3000 and

using the statement: PROC circle:posX%,posY%,radius%. Parameters posX% and posY% are the co-ordinates of the centre of the circle and radius% is the radius of the circle. One point to remember is that this procedure won't work if you input it as a graphics mode e.g. 0,1,2,4, or 3.

The following procedure can be called from anywhere within one of your own programs instead of their corresponding

```

10 REMQA
20 PROCcircle=040,512,300)
30 END
3000 DEF PROCcircle(posX%,posY%,radius%)
3010 VDU23,posX:posY%
3020 HOME U,radius%
3030 FOR circle = 0 TO 2 * PI STEP PI/30
3040 DRAW radius% F SDW(circle>radius% F DOB(circle%
3050 NEXT circle
3060 VDU23,0,q)
3070 ENDPROC

```

sold or, if you were lucky, shared. Models which were **PIKED** on to the screen.

As we now have all this age technology at our fingertips it would be nice to try and make full use of it. It is my aim, through this column, to get beginners off the ground, and maybe plan a few spots of inspiration for our more advanced readers.

Apart from producing graphics the hard way we shall be taking a look at some of the utility packages, both software and hardware, which are aimed at making the computer user's life that little bit easier.

Beek hint

Most BBC and Electron owners will tell you their machine has one of the best and most comprehensive BASICs on the

```

BUT 18000,12 : REM Select register 12
GUT 18000,40 : REM Send value to register
BUT 18000,13 : REM Select register 13
GUT 18000,0 : REM Send value to register

```



STATE OF THE ART GRAPHICS



Ever felt so frustrated by typing in your own programs that you'd prefer to be banging your head against a proverbial brick wall?

Iain Murray shows you how to stop ripping your hair out

STOP THE BRICK WALL SYNDROME

If you intend to do a lot of home programming on the Commodore 64, here are some general and specific hints.

Firstly, learning to type correctly is a great help in keeping in information quickly and accurately. This involves using certain fingers for certain keys — unless faster than two fingers over the whole keyboard, no matter how fast they are! Most secretarial books will help here, and a number of typing tutors which run on the computer are available.

If you are typing in your own programs, it is vital to have these written down beforehand. If you just sit down and start typing, your program will almost certainly be unrecognizable to yourself, and you will probably get lost and waste a lot of time — as noted in our first A64, you plenty of BASIC statements into your program so that you easily remember what each bit of code does while developing it, or if you come back to it in the future. The REMs can be removed once the program is complete.

The 64's BASIC does not provide for automatic line numbering or block deleting functions, but FOR-NEXT loops can come in very useful. For instance type: (CLR) FOR 1=10 TO 180 STEP 10: PRINT 1: NEXT (RETURN) (HOME) (CRSR DOWN) (words in square brackets refer to single key strokes).

This will give you a set of line numbers down the screen with the cursor on the first one. Repeated pressing of (Return) will delete these lines from memory, so you can paste the cursor past the number, ready to type in a line of BASIC code. Pressing (Return) will then enter that line and put the

cursor on the next line number.

Once all the numbers have been used, press (Home) and edit the FOR-NEXT statement to give you the next few numbers. With a little practice, this can save a lot of time. Another useful tip is that if you have two lines the same, or very similar, type one, enter it, and then edit the line number to give you the next line, and enter it. Only one line is on the screen, but if you LIST the program, you will see the two lines.

The maximum line length on the 64 is two spaces less long (80 characters), and if you type anything more than that it won't be accepted when you enter the line, which is rather annoying. Fortunately, Commodore has included a "wordwrap" every capability into the machine. Many keywords have an abbreviation, usually the first letter followed by a "shifted" second letter (e.g. RUN is r, Mated U or M), though PRINT is a notable exception (r just "r").

The program is saved with the keywords in this reduced form to save memory, but they are expanded automatically when the program is LISTED. Hence when a line is fully expanded, it may be more than the allowed 80 characters long. This is fine if you don't re-edit the line, and if you do, the keywords may need to be re-added to make the line less than 80 characters long before you press (Home). This can be very awkward and takes a lot of getting used to (A word of warning here — avoid deleting back from the bottom line of the screen to the second bottom line as this successfully hides the results at the computer "blowing up" and your program will be lost.)

One very handy utility to have is a toolbar with function

key defaults, a number of which have been published. A glance through the program you're typing will show you the most common words and character groups in it. These can then be defined on to the computer's function keys using the toolbar, and as you type the program, pressing the appropriate function key will paste the full word or expression on the screen instantly.

When typing in listings, remember to SAVE your programs regularly as you type, and also while debugging the finished listings, because if you've made a mistake, the computer may crash and your program will be lost. Also, number your versions of the program so that you know the most up-to-date one.

When typing in DATA statements, errors can be avoided (e.g. DATA 20,10,12,14,10 can be written as DATA 20,12,14,10). When all data has been entered, SAVE and RUN the program. If all is well (and there are no arithmetic errors), delete the last data item and RUN — you should now get an "OUT OF DATA ERROR" message, which tells you that you have the correct number of data items (remember to put the last data back!). Having a checksum (i.e. adding all your DATA figures together and comparing with a pre-calculated total) is a virtually foolproof way of checking that the values of your data are correct.

It is also useful with printed listings to compare the difference in line lengths between your screen and the printed page (e.g. if line 100 is two characters longer than line 99 on the screen, but the difference is four characters within on the page, then you must have made a mistake).

These simple tips should help you enter programs into your machine more quickly and accurately, so get typing!



VIC victory

May I first congratulate you on a great magazine. Unintentionally I have just discovered it, and I find a bit sad about missing the first 95, but I have now ordered it and I will definitely not miss any more.

Anyway, I do I should wear on one any powers of VIC-20 had trouble with the program on page 32 of issue 95. The problem is in line 100 depends to generate down. All the right stuff printed! Only in the wrong order. It should read:

```
700 IF X#R#120 + C OR
    PEEK(X + 23) = 2
    THEN RETURN
```

I can assure other VIC-20 owners that it's worth typing in the program. The game is a good combination of thought and luck. Well done, Gary Todd.

Andrew Scott, Middlesbrough

P.S. Are back issues available?

For back issues can be obtained from *Software*, 78-79 Times Avenue, 179 Markham, Ontario M3P 1B8.

Good point

I must object to Alex Scott's letter in HCW 97. All computers have different advantages and disadvantages. It's not fair to say one is better than the other. The VIC-20 has good graphics and keyboard, while the BBC has good sound and BASIC, and the Spectrum has excellent software support.

Monica Knight, St Leonards

Trouble

I dare say you got lots of letters from baffled would-be users like me. I've seen Type 13 errors on anyone's list recently.

Anyway, after spending weeks down hours and money looking for an 8-bit — or 16-bit — British Fusion Computer somewhere will know how and how much.

Still, I had my new C64 to play with, although I had to wait nearly three weeks to get a computer (after mail).

Four hours into the evening and as late as the big moment: C64! And what! A screen full of nonsense where there was a purple blob in the corner!

Now, I fully realise it could

be me, but I did find a rather hard to make out the symbols on your C64 program. When an HCW 94. When the BBC program was both clear and easy to read, but of no use to me!

Would it not be possible to ask your printers to use the Heidelberg process and use the Corgi Mark II?

I did find your mag rather full of high-tech info and a little more showing to a more human like me. Still, the ad was good. Can all the software programs be as good as they are made to be?

G. Hensley, RAF Leamington, W. Germany

Disgusted!

Having just read the letter headed 'Mistake and Corrections' from Mr R. F. Peterson (HCW 96), I was disgusted. One is C64 and look forward to Tuesday when I can open the paper to find a C64 program. Also, there is not always one there.

However I'm not so disappointed that I have no other letters and more. If the magazine, or should I say, the magazine, Mr F. Peterson HCW 96 is the program for the business games computer, it's Spectrum, then he should go and buy a Spectrum ZX magazine as well.

Otherwise he shouldn't get upset if there isn't a program. So Mr Peterson, take no offence and stop selling bullsh*t and stop moaning.

Neil Glen, Raynham, Norfolk

Going gone

A big thanks for being the best value for money mag on the market. It's increasing from lower to come and is of special value to VIC-20 owners — all whom I am one — because you support them so well with your listings. Please keep on putting them in. I buy it every week but have only one grip.

The listings for the VIC-20 sometimes are so dense that I can't read them, so are you facing them out to match the production of the VIC-20?

J. A. Sheppard, Solihull

Cheap tricks

I am a Spectrum user and I must say that, like a lot of people, I choose cheaper software — and what better to choose than *Microzone*.

Microzone now has a wide range of 11 99 games, and there are still more to come.

With games from the range including *Pathfinders*, *Quander* and *Task Force*.

I also want to give you a thanks to British Telecom for *Profound Software*. I bought *Benny* — it's brilliant! The graphics are great and the sound is superb.

David Ringrose, Brixworth

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TOP 20

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SOFTWARE

Week Ending February 19, 1985

Up and Coming

There are several more our regular look at the changes in the charts, particularly those programs in the lower reaches of the top 50.

All changes this week, with *Alien 8* replacing *Strategic* at number one. It seems our readers have been greatly swayed by what 15 weeks in the chart. *Chinatown* has lost the number one slot. Road to Rome, the week's number one game elsewhere in the week.

There's lots of activity in the one-machine charts too. First to return to the Commodore top 10 is a new winner could fight it's way out of the charts.

The BBC chart shows a number of changes too, but *Castle Quest* hasn't managed to push *Elite* from top position. Both *Chucker Egg*, seen to have a repeat, and *SD Gundam* returned after a break of some weeks.

Road to Rome has made a big jump in the Spectrum charts, but not without opposition. US Gold's background was picked last week by CND producers who felt the game encourages soldiers violence.

Players return to the lower 50 were made by *Castle Quest*, which managed to climb to its number 35. Closely followed by *Demon's War Office* at 37. This is quite an achievement for a program destined for release ear. It's the only utility program in the entire top 50 this week.

Another first is the entry of a Commodore 16 program. *Roller Lane* moved in at number 47. The recent change in prices could make this a real war of the future.

		LAST WEEK	TITLE	GENRE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
50	1		<i>Alien 8</i>	Ultimate																				
1	1	2	<i>Chinatown</i>	Action																				
23	4	3	<i>Paid over Moscow</i>	Int-Sold																				
50	4		<i>Impossible Mission</i>	CAS																				
3	1	5	<i>Daley Thompson's Decathlon</i>	Games																				
4	1	6	<i>Barry</i>	Parade																				
11	4	7	<i>Hardback</i>	Games																				
2	1	8	<i>Double</i>	Int-Sold																				
6	1	9	<i>Football Manager</i>	Action																				
15	4	10	<i>Match Day</i>	Games																				
32	4	11	<i>Comet Lane</i>	Novel																				
26	4	12	<i>Elite</i>	Action																				
9	1	13	<i>Technician Test</i>	Novel																				
24	4	14	<i>SD Gundam</i>	Action																				
7	1	15	<i>Jet Set Willy</i>	Software Projects																				
8	1	16	<i>Advent</i>	Int																				
13	4	17	<i>Monkey Is Innocent</i>	Graphic Projects																				
12	1	18	<i>Flight Path 237</i>	Action																				
10	1	19	<i>Hardback II</i>	Games																				
5	1	20	<i>Master Blaster</i>	Software Projects																				

SPECTRUM	BBC	COMMODORE
<h3>Top Ten</h3> <ol style="list-style-type: none"> <i>Alien 8</i> <i>Chinatown</i> <i>Paid over Moscow</i> <i>Match Day</i> <i>Jet Set Willy</i> <i>SD Gundam</i> <i>Double</i> <i>Football Manager</i> <i>Barry</i> <i>Monkey Is Innocent</i> 	<h3>Top Ten</h3> <ol style="list-style-type: none"> <i>Elite</i> <i>Castle Quest</i> <i>Comet Lane</i> <i>Daley Thompson's Decathlon</i> <i>Flight Path 237</i> <i>Double</i> <i>Chucker Egg</i> <i>Football Manager</i> <i>Hardback</i> <i>SD Gundam</i> 	<h3>Top Ten</h3> <ol style="list-style-type: none"> <i>Impossible Mission</i> <i>Chinatown</i> <i>Daley Thompson's Decathlon</i> <i>Paid over Moscow</i> <i>Barry</i> <i>Double</i> <i>Hardback II</i> <i>Comet Lane</i> <i>Elite</i> <i>Jet Set Willy</i>

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